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## ADDITIONAL /OPTIONAL RULES

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### MULTIPLE WEAPON TABLE

Submitted by Richard K. Leclercq

Roll 1D20 per each salvo of 10 weapons, (missiles or torpedoes of the same type) with the same % to hit. Roll 1D20 per salvo of 5 weapons and divide the result by 2, ignore fractions. (Exception: a "1" stays a "1"). Salvos of 4 or less require each weapon, missile, or torpedo be rolled for individually. Example: 68 missiles are fired. 6D20 are rolled, for 6 salvos of 10 ( $6 \times 10 = 60$ ). 1D20 is rolled and the result halved for 1 salvo of 5 ( $60 + 5 = 65$ ), and 3D10 are rolled for the 3 remaining missiles ( $65 + 3 = 68$ ).

Alternative to save time: When rolling for 50 or more weapons and the last digit is 6, 7, 8, or 9, roll for the next higher salvo of 10 and subtract the difference. Example: 68 missiles are fired. Roll 7D20 for 70 missiles and tally the results, then subtract 2 from the results. This is faster, but slightly less lethal.

This table is a simulation of a frequency distribution with one die roll. The expected result is slightly higher than rolling 10 dice, the variability is somewhat greater on this table. While the results of this table will be close to the expected results of rolling 10D10, this table is designed to speed play more than anything else. This table is statistically more likely to cause more damage than rolling massive numbers of D10s.

MULTIPLE WEAPON TABLE							
D20	10%	20%	30%	40%	50%	60%	70%
1	0	0	0	0	0	1	2
2	0	1	1	1	1	2	3
3	0	1	1	1	2	2	4
4	0	1	1	1	3	3	5
5	1	1	2	2	4	4	6
6	1	2	2	3	5	5	7
7	1	2	3	4	5	6	7
8	1	2	3	4	5	6	7
9	1	2	3	4	5	6	7
10	1	2	3	4	5	7	7
11	1	2	3	4	5	7	8
12	1	2	3	5	5	7	8
13	1	2	3	5	6	7	8
14	1	2	4	5	6	8	9
15	1	2	4	6	7	8	9
16	2	3	5	6	7	9	9
17	2	3	5	7	8	9	9
18	3	4	6	7	8	10	10
19	3	5	6	8	9	10	10
20	4	6	7	8	9	10	10